**COMPETITIVE ANALYSIS**

Some games that are similar to the one I am currently making is Final Fantasy, which is the source of my inspiration. The game has very interesting mechanics, with each franchise having different game mechanics. The most interesting mechanic is, however, the Active Time Battle, which is basically alternating turns between players, but the time when the turn alternates depends on the status of the character. However, I think that dynamic gameplay is more interesting, so I chose to adapt Final Fantasy Crisis Core in my game. However, the game focuses too much on the story, which is too restricting, especially when the gameplay is very interesting. Thus, I want to fully utilize this gameplay by making it possible to play solely in this mode for unlimited time.

Some other games that may inspire the mechanics of my game is Final Fantasy Dissidia and Left4Dead since both of them have real time battle and I played both of them a lot before, so I am very familiar with the mechanics. However, for Dissidia, the movement involves too many 3d movements in air, so due to time constraint I will not focus on that, but instead on other features such as critical hit mechanics. In the left4dead aspect, I am considering using the picking up items mechanics and using it directly in the game.